A collection of colorful plastic skittles and a black ball are scattered on a patterned rug. The skittles are in various colors: white, red, yellow, orange, green, and blue. The black ball is in the foreground. The rug has a complex pattern of green, blue, and yellow. The text is overlaid on the top left of the image.

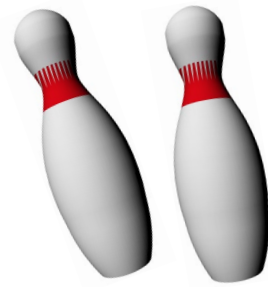
FSpace Publications presents

Skittles

Game Rules

Child friendly indoor/outdoor physical game

Credits



Concept, Development, Design and Production

Martin Rait

Illustrations

Aaron Barlow, Martin Rait

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FSpace Publications

30 Gardiner Grove

Wainuiomata

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Introduction & rules



In the modern world, it is important to give our young children the best possible start in life. The games we choose to introduce our children to in their formative years will help shape them in later life.

As part of our range, we want to deliver some age appropriate child and family friendly games. Sometimes classic existing games are a great starter. And even better if they interact with others and move around.

Skittles or 9 Pin is a classic British game that has been around for centuries. This booklet outlines the rules required to play them.

You can play Skittles indoor or outdoors on a long smooth playing surface. A carpet hallway, a nice flat lawn - or even a large tarpaulin covering the ground can make a great playing surface.

Skittle sets are found in all different designs and materials, ranging from wood to plastic. Toy and discount stores should stock cheap plastic sets - suitable from young to old.

In a pinch, do some upcycling by utilising a set of 9 matching empty plastic soda bottles, and a tennis ball.

History of Skittles

Skittles, also known as nine pins has been played for over 500 years in the United Kingdom. Skittles in the UK developed with several different regional variations, many of which are still played today. Variations of the game involve size of playing area, size and shape of skittles and balls and some of the rules involved. All the variations involve the use of the ball to knock down skittles. All the variations have in common the actions of players throwing projectiles in turns to knock over skittles.

Skittles is known to derive from earlier versions of the game found in France and Germany on continental Europe. The earliest example is in 4th century Germany involving stones (instead of balls) and Kegels (skittles) - something played by monks at the time.

Games based on the principals of throwing things to knock other things down probably goes back thousands or years.

Nine Pin Skittles is the origin of the modern game of Ten-Pin Bowling typically played on Bowling alleys around the world.

Rules

The aim of Skittles is for players to knock down skittles by throwing the balls at the skittles. Points are scored for knocking skittles down, and the winner is the team with the highest score.

Equipment

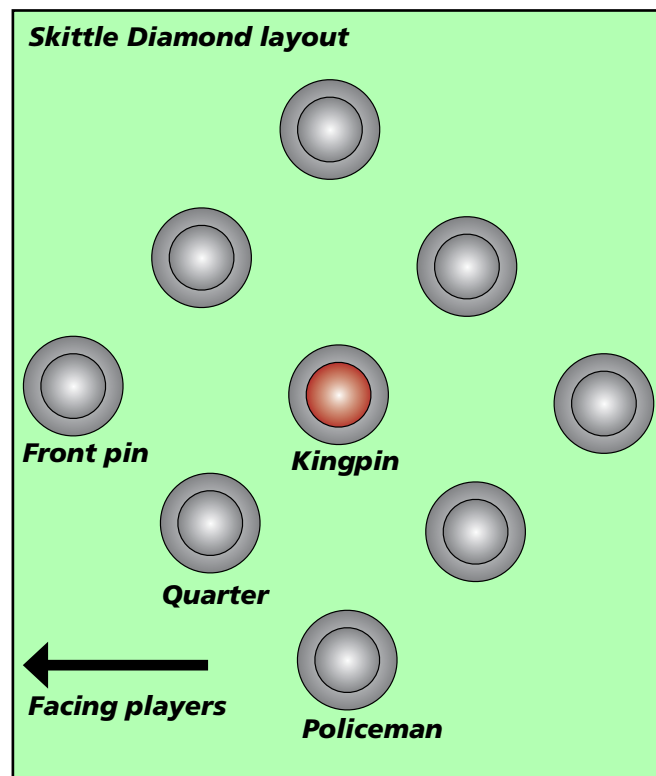
9 x Skittles, one of which must be visually different to all the others and known as the Kingpin.

3 x Balls (although you can use less and reuse them)

Setup

Choose your *playing alley* a straight course that you throw the balls down. Make this as long as you feel comfortable, but the official distance is 8.23 meters (9 yards), from the bowling line to the first skittle.

Set up the *Skittle Diamond*, with each skittle around 30.48 cm (12 inches) from the others (official distance), set in a diamond formation with the Kingpin (the skittle with the red top - or nominated identifier) in the middle, as per the diagram below.



The dimensions of the *playing alley* and the spacing in the *Skittle Diamond* should be sized according to the skittles used and difficulty desired.

Note that historically, there are some different names assigned for normal pins in different positions. For variations games, there could be differential scoring for hitting and knocking over different positions.

Typical play

You can play either as teams or as two players playing head to head. Or you may choose to have simple multi-player challenges with 3 or more players each playing for individual scores.

The standard rule is that all balls must be bowled underarm. Bouncing balls are allowed but not recommended (unless you are playing the variation where a bounce is required - see later).

The feet of the player must remain behind the skittle bowling line when the bowling throw occurs.

Balls are bowled at the skittles one at a time, and consecutive throws should be done once the previous ball has come to rest and motion of any skittles affected by it has also ceased. All three balls bowled at the skittle diamond is often known as a **Hand** - but for ease of language, call it a **turn**. Each player in each team completes a **Hand** (or **turn**).

Play alternates between teams (or players if playing head to head) until all players have completed a **Hand** (or **turn**).

Once this is done, you've completed what has been known as a **Leg** - although for ease of language you can call it a **round**.

A **Leg** (or **round**) is considered completed when all players have bowled one **Hand** (or **turn**).

A game normally consists of 6 **Legs** (or **rounds**), but you can vary it as needed to your situation.

Points are awarded for each skittle knocked down, one point per skittle. These should be recorded on a sheet of paper.

If all skittles are knocked down on the first throw, this is typically known as a **Strike**. Knocking all skittles on the second throw is known as a **Spare**.

All the fallen skittles (along with the ball) are removed after each throw. Remember to wait until ball and skittle motion have ceased before removing anything from the playing alley.

You should enforce a foul rule and points penalty for anyone removing items still in motion. Set this as suits your game.

After a **Strike** or **Spare**, all skittles are replaced (setup again).

The maximum score per **Hand** under normal rules is therefore 27 - i.e. three **Strikes**.

An alternative scoring system is to give 3 points for a **Strike**, 2 points for a **Spare** and 1 point for knocking all skittles down in 3 throws (during one **Hand/turn**) and no points at all unless all skittles are knocked down.

Winning

The winner is the player or team with the highest score

Variations

You can play this game with a range of variations, depending on the skill level of those involved, and what suits the group involved.

With the ball you can enforce a rolling rather than underarm throwing. On your could change to a smaller, lighter, heavier or larger ball to change the likelihood of knocking over a skittle.

Some variation of the game have a strip laid out a set distance in front of the skittles, and require a player to bounce the ball at least once from the throw ahead of that strip line as a result of the throw. Typically the strip is around 30 cm to a foot in front. The exact distance depends on your playing area and size of balls and skittles. The result of failing to get the bounce before the strip may result in a foul - where no points are scored for knocking down any skittles in that throw, or a minus point or more.

If you have a skittle set where every skittle is a different colour, you could change the points system - allowing a bonus point for knocking over a nominated coloured skittle on a particular throw.

Another variation to try is laying out the skittles in a triangle formation with the apex pointed at the players, and the kingpin

being the front most skittle. This variation would normally require 10 skittles. It may also be played with the kingpin sitting as the centre skittle on the 3rd row - sort of like how the black ball is laid out amongst pool for a game of pool. The same rules for a **Strike**, **Spare** and so on apply.

You can also try the diamond formation with 6 skittles and multicoloured options, as pictured below with red at the rear of the triangle (although it could be at the front). Such multicoloured options can be more attractive to engage very young children, although we recommend making the playing alley smaller to suit their abilities. Playing on carpet with a small plastic set can be a great indoor game with you little ones.

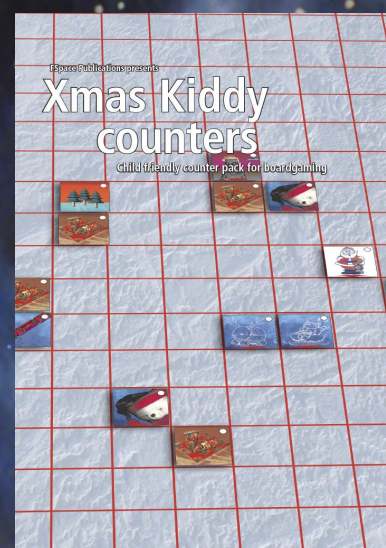
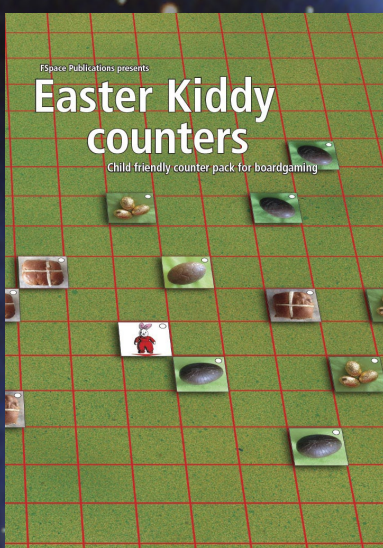
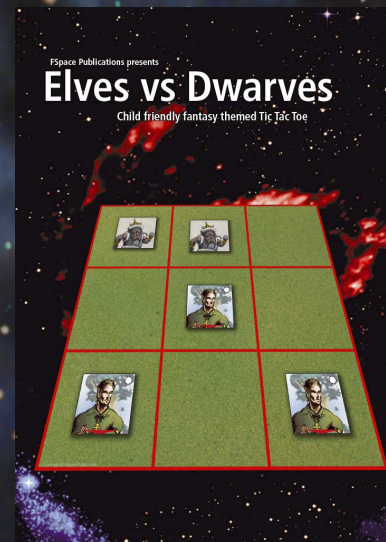
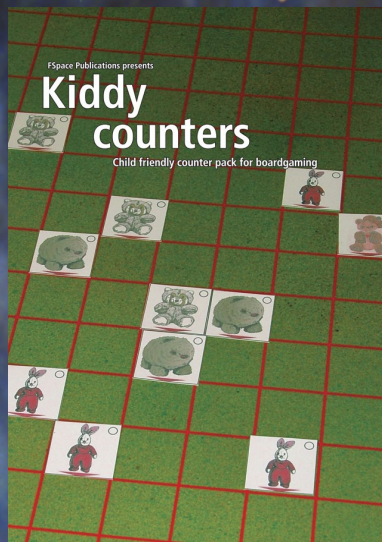
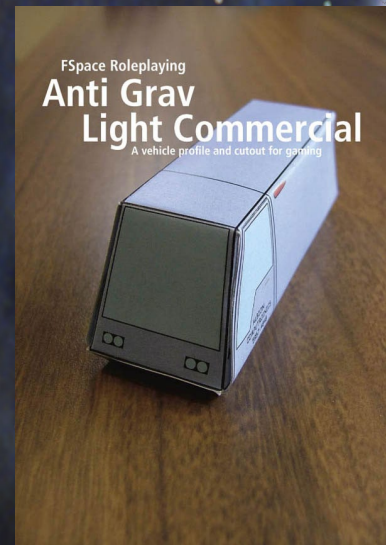
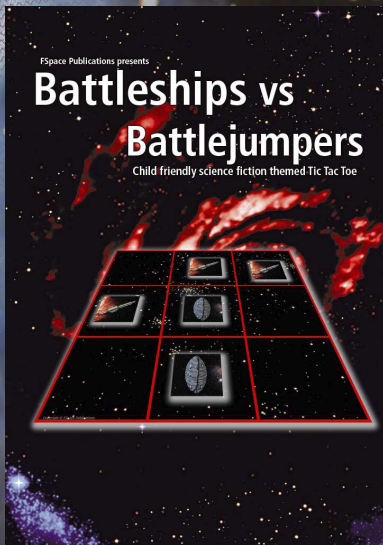


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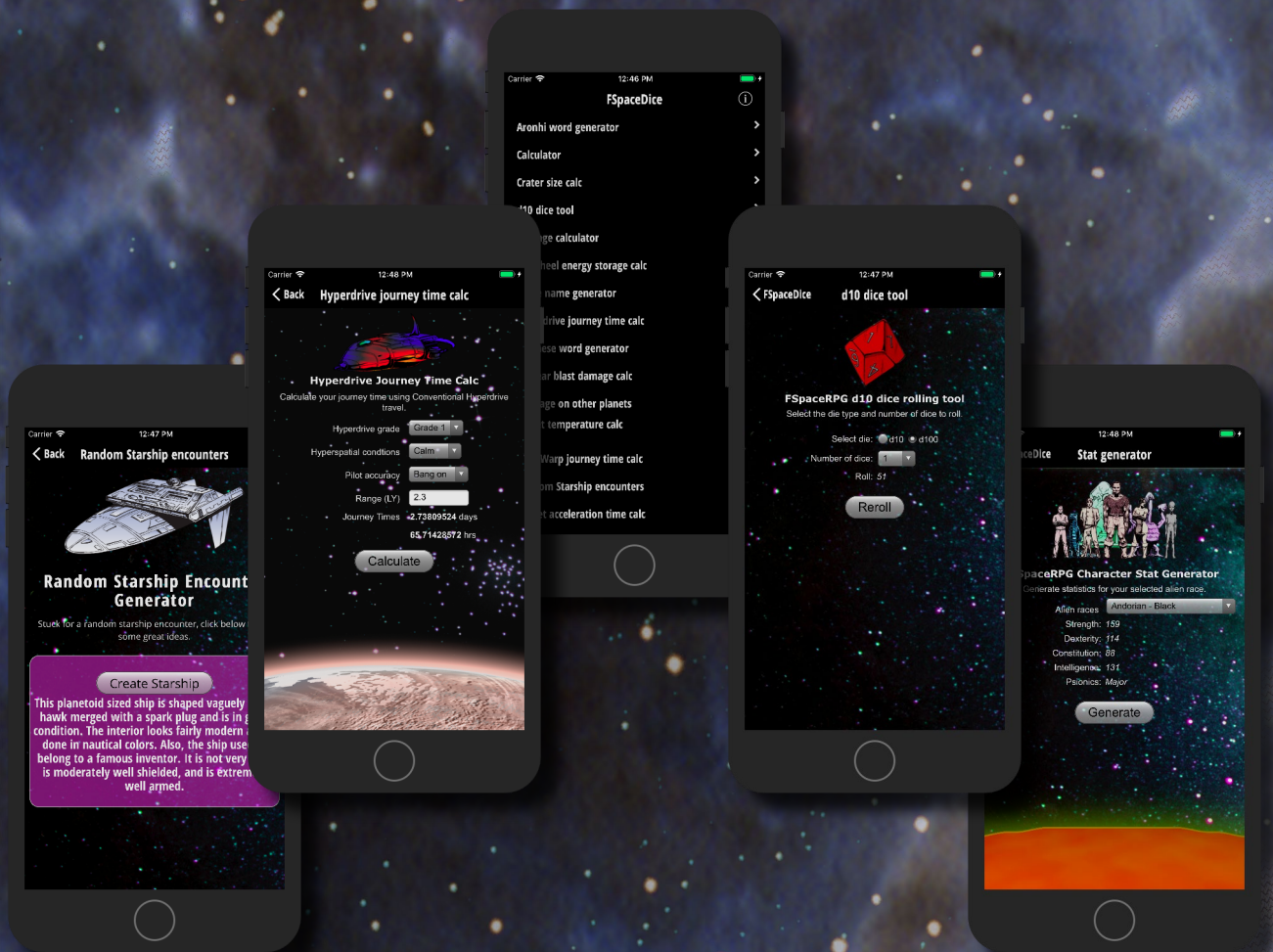


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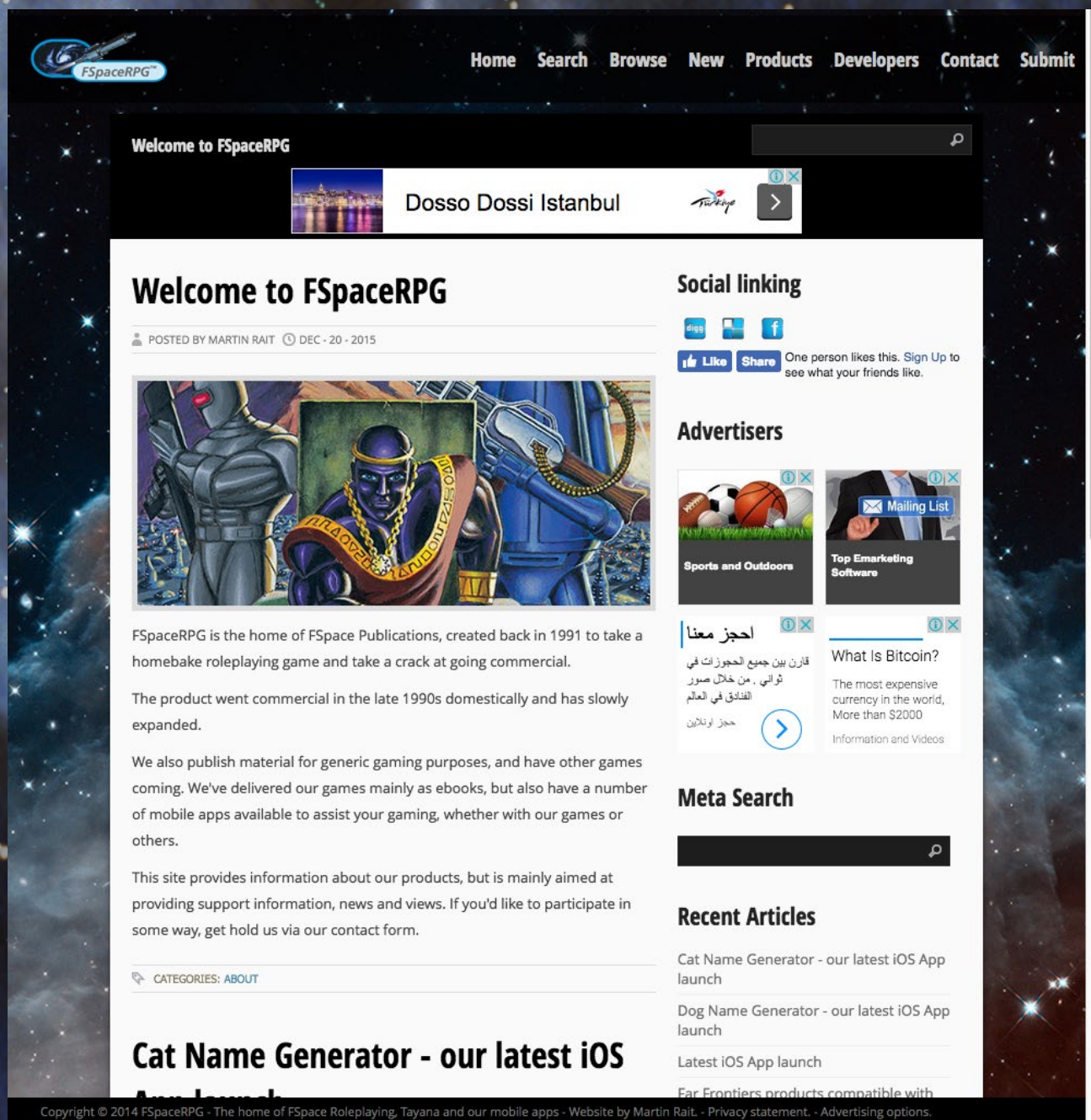
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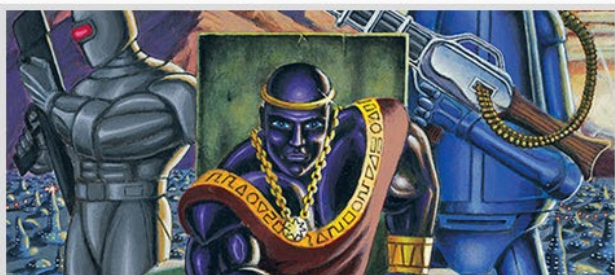
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POSTED BY MARTIN RAIT DEC - 20 - 2015



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The product went commercial in the late 1990s domestically and has slowly expanded.

We also publish material for generic gaming purposes, and have other games coming. We've delivered our games mainly as ebooks, but also have a number of mobile apps available to assist your gaming, whether with our games or others.

This site provides information about our products, but is mainly aimed at providing support information, news and views. If you'd like to participate in some way, get hold us via our contact form.

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